

FIG. 1

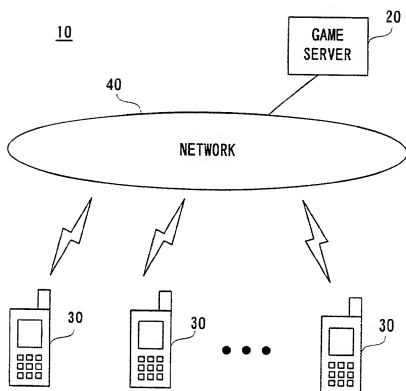


FIG. 2

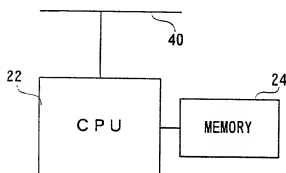


FIG. 3

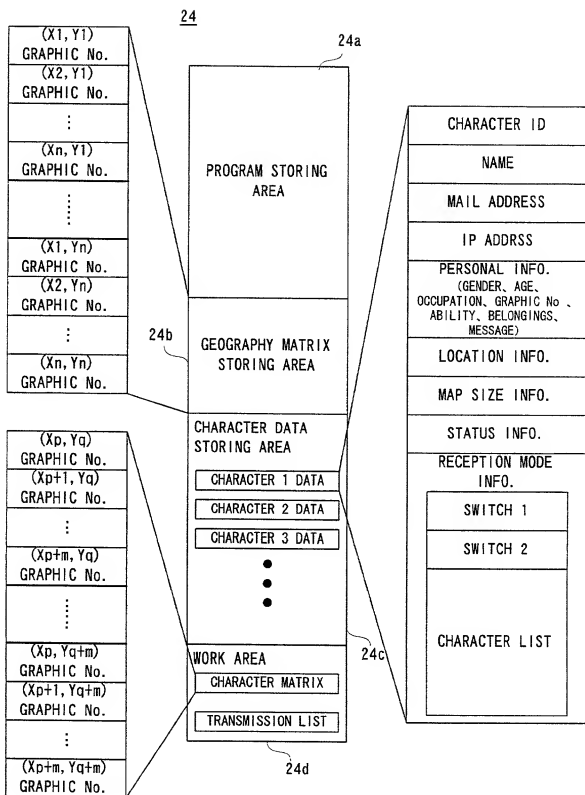


FIG.  
4

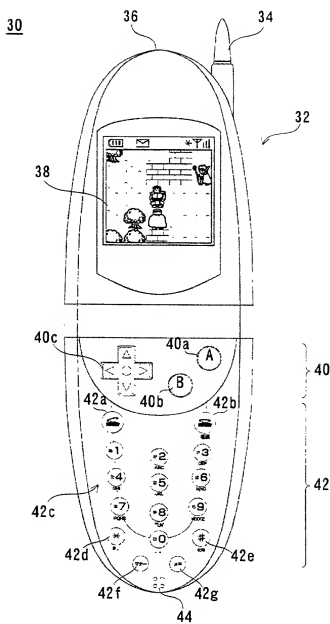


FIG. 5

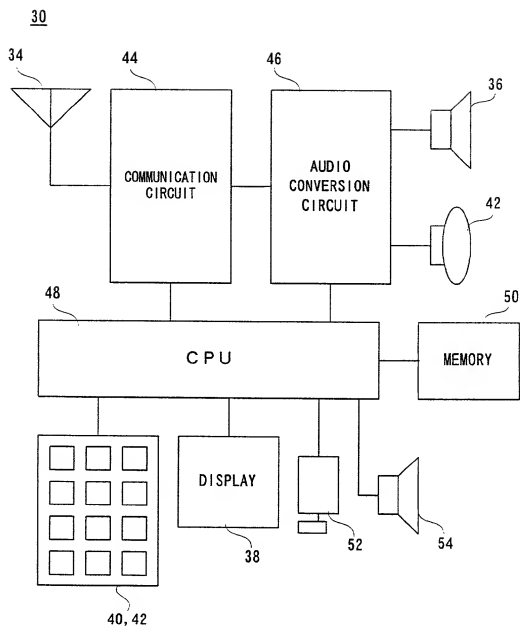


FIG. 6

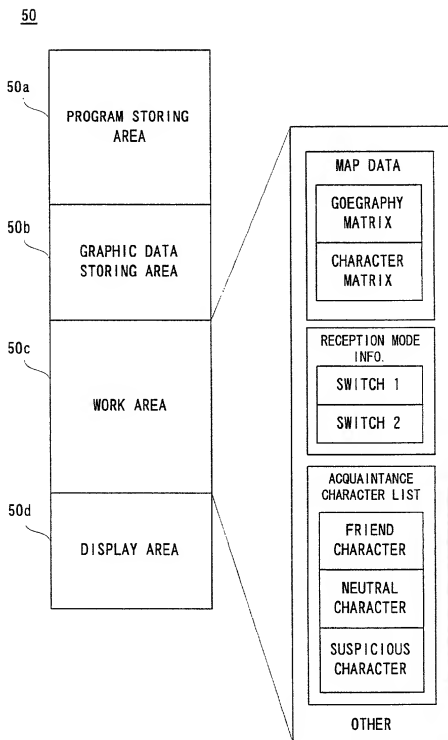


FIG. 7

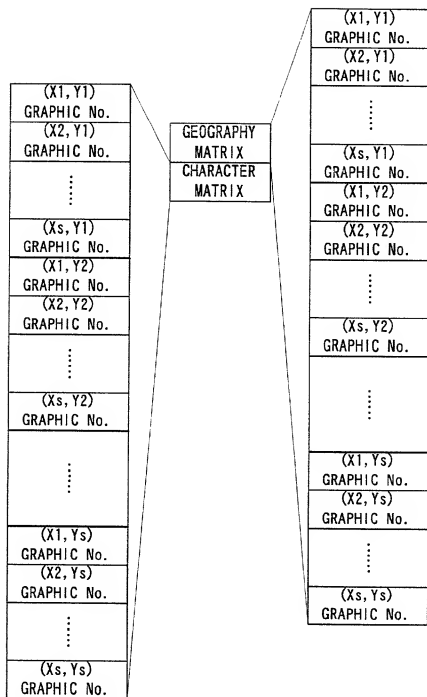


FIG. 8

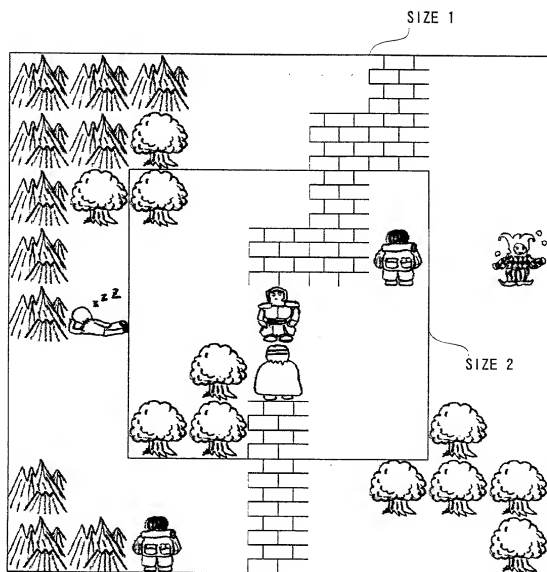


FIG. 9

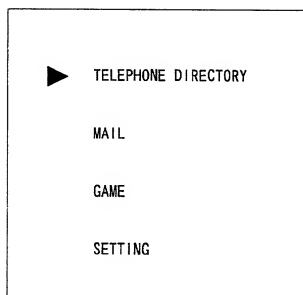


FIG. 10

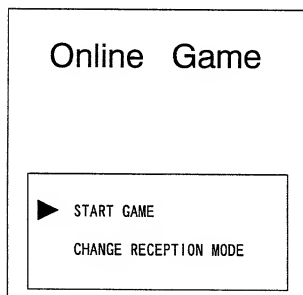




FIG. 11

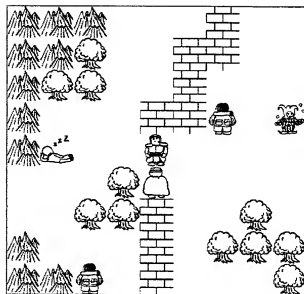


FIG. 12

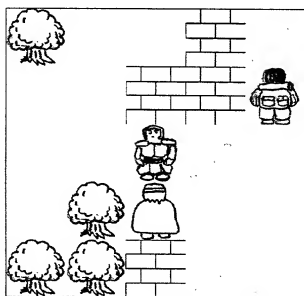


FIG. 13

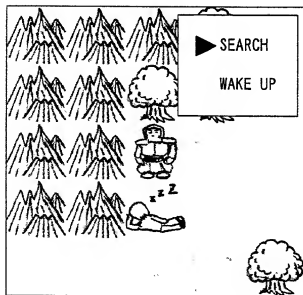


FIG. 14

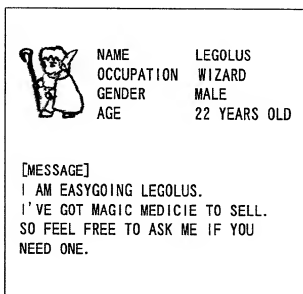


FIG. 15

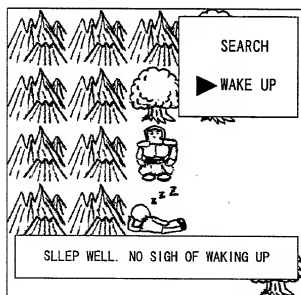


FIG. 16

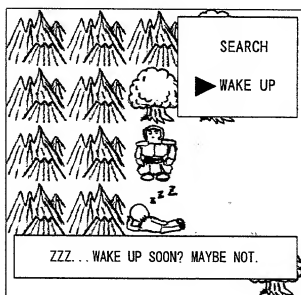


FIG. 17

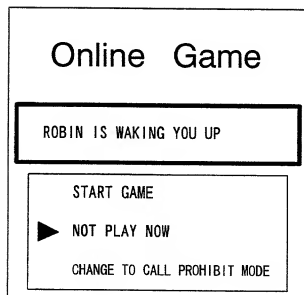


FIG. 18

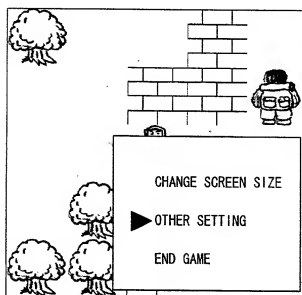


FIG. 19

RECEPTION MODE SETTING	
▷	SWITCH 1
▶	ALLOW CALL
	PROHIBIT CALL
	SWICH 2
	ALLOW ALL CHARACTERS
▷	ALLOW PARTICULAR CHARACTER ONLY
	ALLOW EXCEPT PARTICULAR CHARACTER
	EDIT CHARACTER LIST
	END SETTING

FIG. 20

EDIT CHARACTER LIST				
▷	FRIEND	ROBIN MARIAN WILL JOHN	△  ▽	
	NEUTRAL	ARTHUR ▶ RICHARD THOMAS LILIA	△  ▽	
		SUSPICIOUS CHARACTER	ALWIN HENRY ZAZA GRINN	△  ▽
			END EDIT	

FIG. 21

EDIT CHARACTER LIST	
FRIEND	ROBIN <input type="button" value="Δ"/>
<div style="border: 1px solid black; padding: 5px; margin: 5px;"> ▶ FRIEND SUSPICIOUS CHARACTER </div>	
▷ NEUTRAL	ARTHUR <input type="button" value="Δ"/>
	▷ RICHARD
	THOMAS
	LILIA <input type="button" value="▽"/>
SUSPICIOUS CHARACTER	ALWIN <input type="button" value="Δ"/>
	HENRY
	ZAZA
END EDIT	GRINN <input type="button" value="▽"/>

FIG. 22

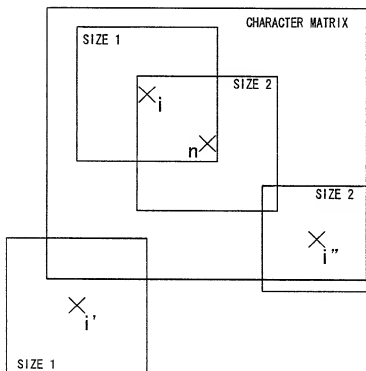


FIG. 23

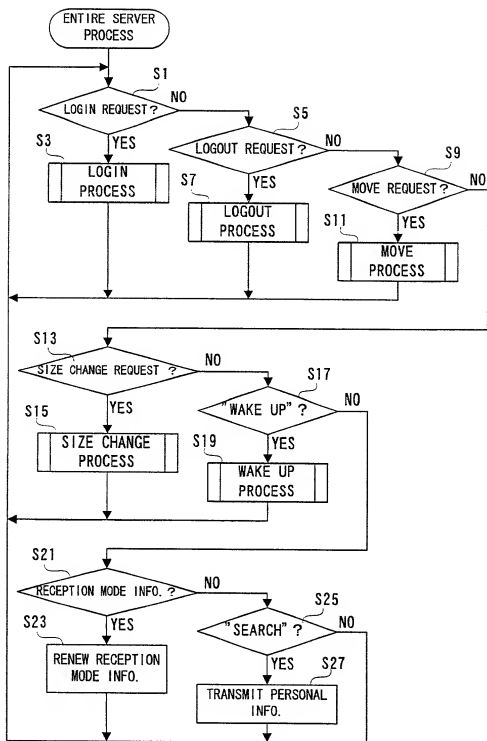


FIG. 24

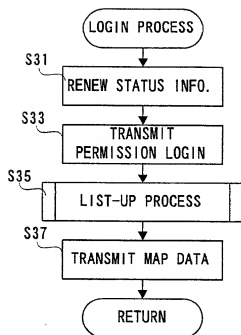


FIG. 25

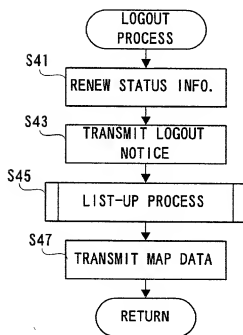




FIG. 26

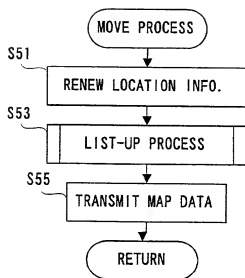


FIG. 27

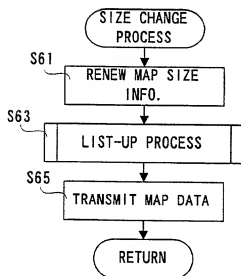


FIG. 28

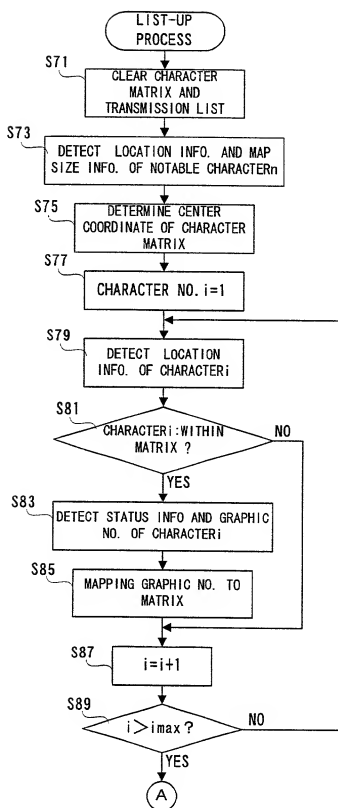


FIG. 29

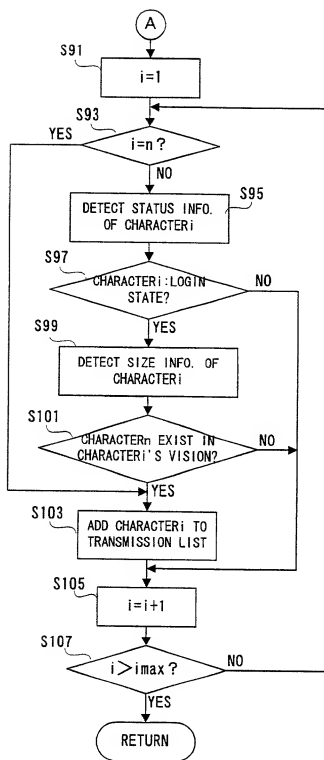


FIG. 30

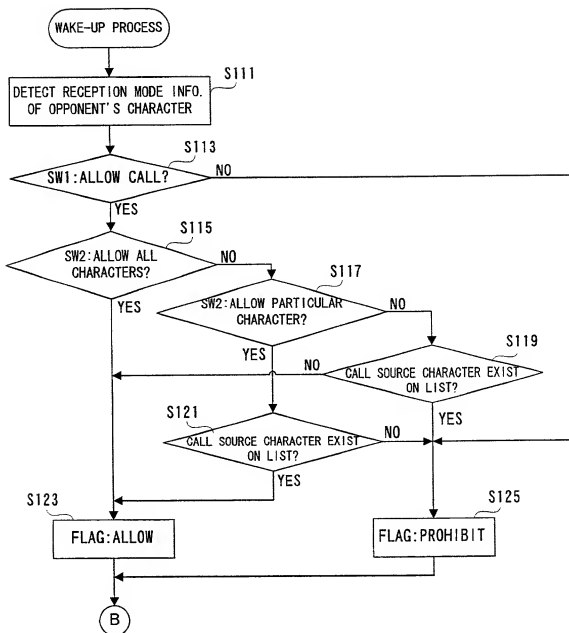


FIG. 31

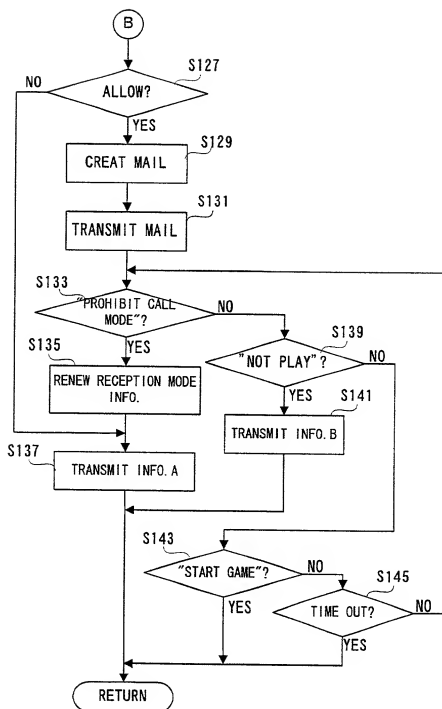


FIG. 32

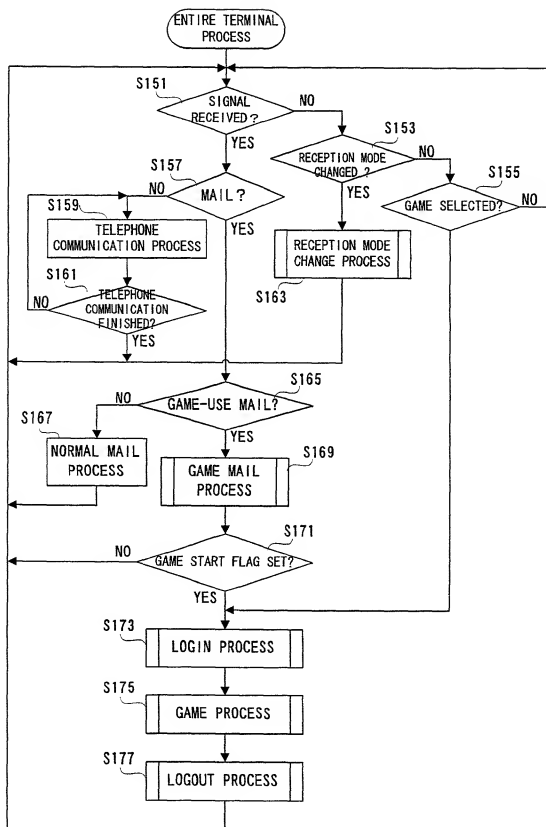


FIG. 33

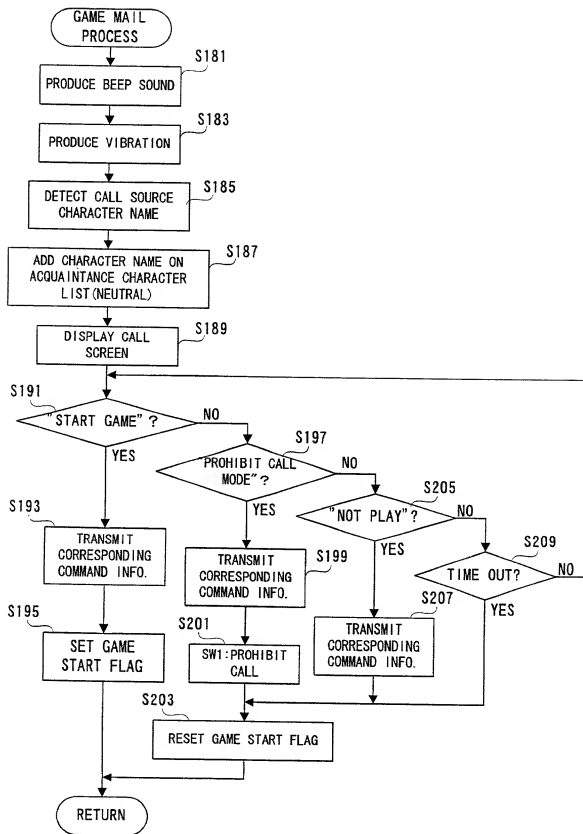


FIG. 34

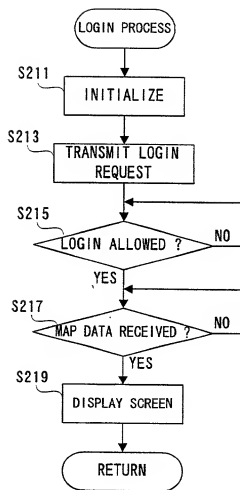




FIG. 35

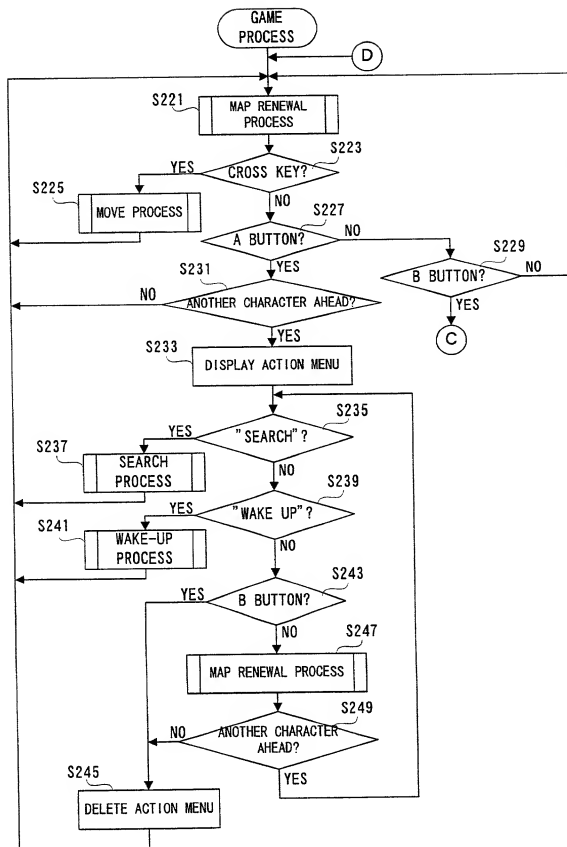


FIG. 36

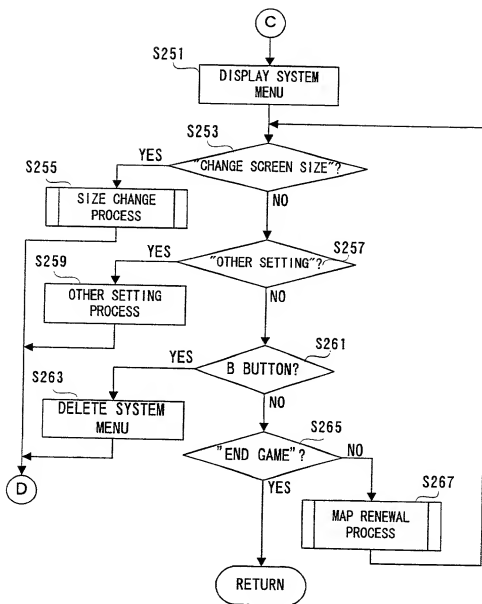


FIG. 37

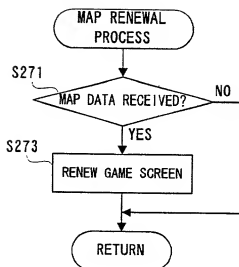


FIG. 38

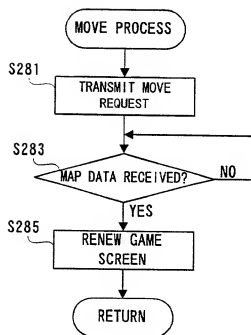


FIG. 39

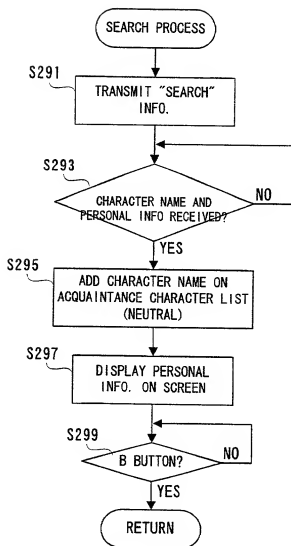


FIG. 40

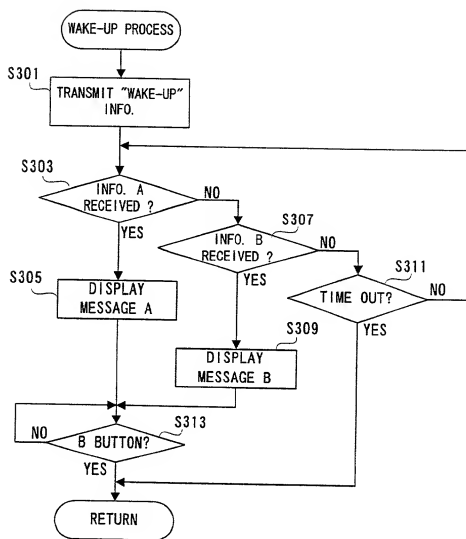


FIG. 41

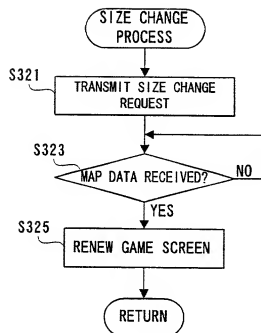


FIG. 42

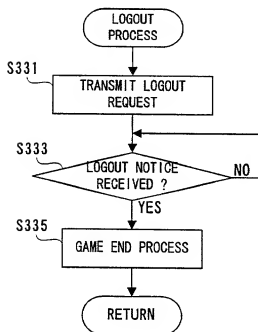


FIG. 43

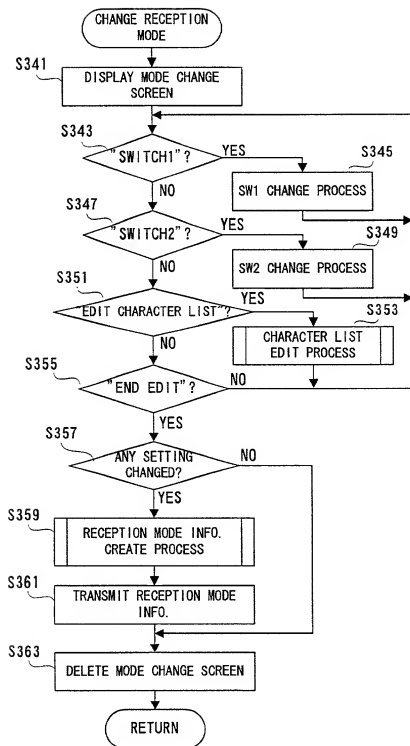


FIG. 44

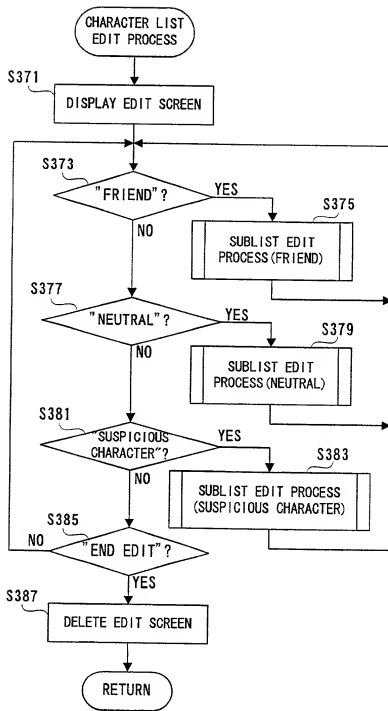




FIG. 45

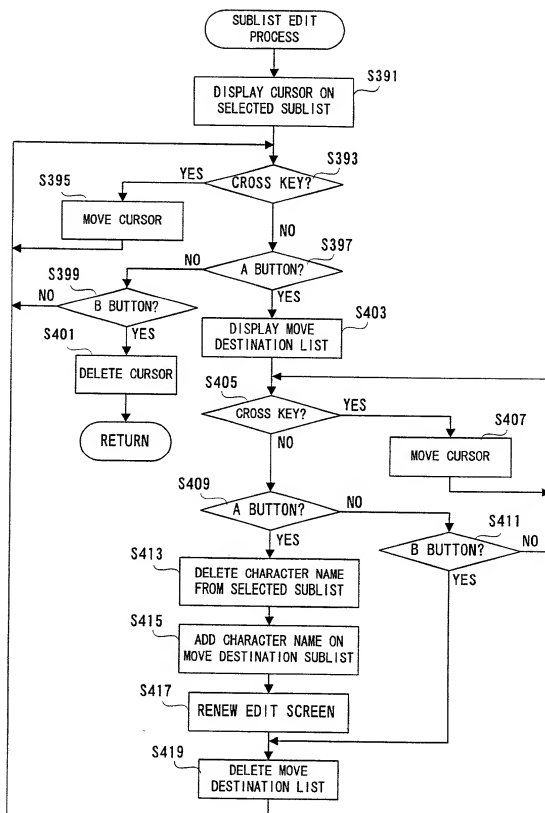


FIG. 46

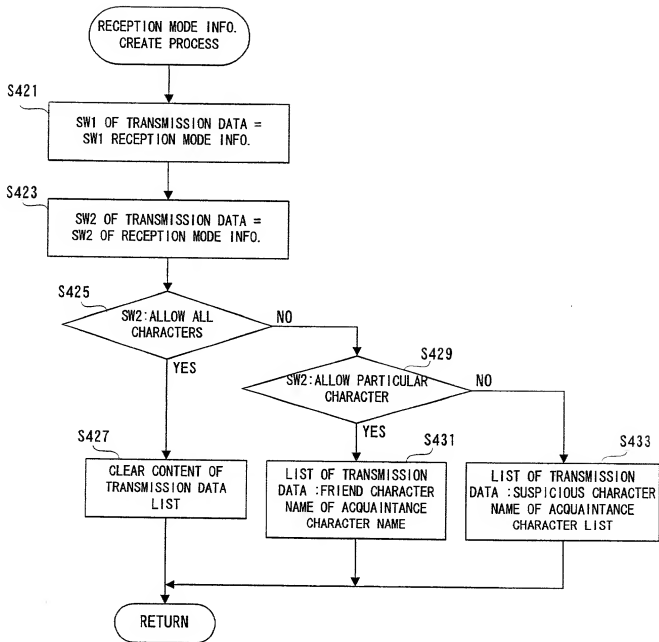


FIG. 47

Online Game
START GAME
CHANGE RECEPTION MODE
RETURN

FIG. 48

PRAIRIE	
NINTEN	
ROBIN	SLEEPING
WILL	
MARIAN	
JOHN	
MOVE	SEARCH
SETTING	END

FIG. 49

MOVE
PRESENT LOCATION: PRAIRIE
NORTH: SELVA'S FOREST
SOUTH: ORLEANS TOWN
WEST: NORD WETLAND
EAST: Mt. BORHOKO
RETURN

FIG. 50

ROBIN	MALE
STATE	SLEEPING
PROFILE	
TRAVELING IN SEARCH OF LEGENDARY SWORD. JOIN ME IF YOU ARE NORTHBOUND. WAKE ME UP ANYTIME.	
WAKE-UP	RETURN

FIG. 51

Online Game
NINTEN IS WAKING YOU UP
START GAME
NOT PLAY NOW
SET TO PROHIBIT CALL